Super Smash Bros Ultimate: From Stage Hazard to Fighter

By: NeverLander852

Fake Reveal trailer for Super Smash Bros Ultimate. From a hazard on a Super Smash Bros Melee stage, out comes a fabulous fighter guaranteed to break her opponent's hearts. [I don't own Super Smash Bros, or any other Nintendo series in this fanfic]

Status: complete

Published: 2020-08-07

Words: 1458

Rated: Fiction K+ - Language: English - Genre: Humor - Characters: Peach, Yoshi, Villager, Ice Climbers - Reviews: 3 - Favs: 2 - Follows: 2

Original source: https://www.fanfiction.net/s/13665212/1/Super-Smash-Bros-Ultimate-From-Stage-Hazard-to-Fighter

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Introduction
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Fake Reveal trailer for *Super Smash Bros Ultimate* . From a hazard on a **Super Smash Bros Melee** stage, out comes a fabulous fighter guaranteed to break her opponent's hearts.

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It all began, in a battle on the Mushroom Kingdom II Stage from *Super Smash Bros Melee*, between Kirby, Peach, Villager, Ice Climbers, and Samus.

As they were battling, the 2D Birdo appears and shot some eggs.

Suddenly, the model shook slightly, making the fighters pause and see what was going on.

But the model was still standing still.

The fighters resumed their battle as if nothing had happened.

Suddenly, the 2D Birdo shook again

It shook again.

and again.

Out of curiosity, Peach went up to the Birdo model, and touched it.

SUDDENLY!

The model shook, albeit more violently than before. That got the attention of Samus, Villager, Kirby, and the Ice Climbers.

The fighters were confused.

Suddenly, a Smart Bomb dropped down out of nowhere, and exploded, blasting all the fighters out of the stage.

And from outta the explosion, out came…

Birdo!

In all her 3D glory!

Birdo waved to the camera and cheered.

CHARACTER SPLASH: 'BIRDO MAKES HER BREAK!'

GAMEPLAY FOOTAGE: *[Background Music: 'Western Land' from* ***Mario Party 2*** *]*

On the *Kirby* Stage Green Greens, from *Super Smash Bros Melee*, Birdo hatched out of a egg, like how Yoshi did when he entered a battle, except the egg had pink spots instead of green. She got to work a-battling the Koopalings.

Then, Birdo was in a battle on Norfair against Isabelle, Samus and Daisy. Birdo charged up an Egg shot and shot Isabelle with it.

On the *Fire Emblem* Stage, Coliseum, Yoshi did his Egg Roll ability. Birdo did the same, but her Egg had pink spots.

Above Tortimer Island, Isabelle was doing her Balloon Trip move. At that moment, Birdo did the same, but she was grabbing onto a bunch of balloons [the same ones from **Paper Mario: Colour Splash**] with her hand. Then suddenly, Birdo did a drop with her tail,

similar to Yoshi's Yoshi Bomb ability, right on top of Jigglypuff, who was snoozing.

Birdo then appeared on the Moray Towers stage. She was soon followed by 7 other Birdos - a blue Birdo with a magenta bow [based on her Alternate palette swap in **Mario Tennis N64**], a yellow Birdo with a golden orange bow, a light green Birdo with a green bow, a orange Birdo with a pink bow and pink spikes on her back, a purple Birdo with a indigo bow, a grey Birdo with a dark grey bow, and a cyan Birdo with a teal bow in her outfit from *Mario Strikers Charged*, coloured as if she was wearing the alternate colours of Princess Daisy's team.

Then, Birdo was in a battle against 7 Luigis on Bridge of Eldin. Birdo broke a Smash Ball, and prepared her Final Smash. She charged up a giant Egg Shot from her snout, and fired it out, full throttle, in a trail of magenta sparkles and hearts, across the stage. The egg bumped into about 4 of the Luigis, though giant purple hearts that broke on contact, and it came up to a big purple heart, which exploded and broke apart the minute the egg touched the heart, in a heart-shaped explosion, knocking back some of the other Luigis, and launching the 4 trapped Luigis [and the other 3 what were caught in the explosion] high into the air.

The Birdo paraded in front of Jigglypuff with her bow on, Peach, Daisy, Rosalina & Luma, and Zero Suit Samus in their red Team costumes, and Kirby, who had a bow resembling Birdo's, on his head.

Finally, Birdo took to battling Luigi, Sonic, Villager, Duck Hunt Duo, Robin, Hero, and Joker on a large wide stage inspired by the circus tent levels of **Super Mario 3D World**, with colourful tilting platforms, moving platforms, and of course, the raining fireballs of the King & Queen Hisstocrats in the background, and the villainous jester, Motley BossBlob, became his giant form, and jumped around the stage, burying the fighters on the ground, and damging those on the platforms.

On the highest platform of that stage, Birdo, Claps, and waves, and winks to the camera, before floating away on her balloons.

The screen faded to black, with the copyright info appearing onscreen.

Smash Schematics: Birdo

Game/Series: Super Mario

Series Symbol: A Mushroom

Character Weight: Middle

Battle Intro: Appears out of an egg, like Yoshi.

Victory Theme: The SSBU Mario Victory theme

Victory Poses:

Victory Pose 1: Birdo's Birdie animation from Mario Golf: World Tour

Victory Pose 2: Birdo spins, stands on one leg, looks to the camera, and winks

Victory Pose 3: Birdo's Victory animation from Mario Tennis Aces

Character Gimmick: Birdo can crawl, and wall jump, and Similar to Yoshi, Birdo's shield is an egg.

Palettes:

Birdo's Palette Swaps will also determine the colour of the spots on her eggs.

Palette 1: Default color scheme [Red Team]. Her eggs have pink spots.

Palette 2: Blue body, Magenta bow [BLUE TEAM; based on her Alternate palette swap in **Mario Tennis N64**]. Her eggs have blue spots.

Palette 3: yellow body, golden orange bow [YELLOW TEAM] Her eggs have yellow spots.

Palette 4: green body, dark green bow [Green Team]. Her eggs have green spots.

Palette 5: orange body, pink bow, pink spikes on her back [resembles the orange colour of her art in SMB2/SMA]. Her eggs have red spots.

Palette 6: Purple body, indigo bow. Her eggs have purple spots.

Palette 7: grey body, dark grey bow. Her eggs have black spots.

Palette 8: Cyan body, teal bow, whilst wearing her outfit from *Mario Strikers Charged*, in Daisy's alternate Team coloration [Cyan with orange, white, and yellow accents]. Her eggs have light blue spots.

Moveset:

Standing attack: A three-hit slap combo.

Side Tilt: Headbutts in front of her.

Up Tilt: Quickly swings her arm.

Down Tilt: A quick downward strike.

Dash attack: charges forward, head first.

Neutral Air: Spins around.

Forward Air: Swings her fist down in front of her, capable of spiking opponents.

Back Air: A backhand slap behind her.

Up Air: Claps above her head.

Down Air: Performs a downward air kick

Side Smash: Birdo uses a tennis racket for her side smash.

Up Smash: Birdo charges, then jumps up, head first.

Down Smash: Birdo charges up a fireball, and spits it out toward the ground. can deal fire damage to opponents.

Grab: Grabs the enemy with one hand.

Grab attack: Punches the enemy with her free hand.

Forward throw: shoves the enemy away.

Backward throw: throws the enemy behind her

Up throw: Throws the enemy above her.

Down throw: Slams the opponent into the ground, then jumps on them.

SPECIALS:

Neutral Special - Egg Shot: Birdo spits a egg from her snout. Can be charged.

Side Special - Egg Roll: Similar to Yoshi's.

Up Special - Balloons: Birdo uses balloons [from Paper Mario: Colour Splash] to lift herself up into the air. Similar to Balloon Trip.

Down Special - Birdo Bomb: Similar to Yoshi Bomb.

Final Smash - Heart Breaker: Birdo rushes forward and attacks the opponent with an upward headbutt. If the attack hits, it cuts to a cinematic cutscene where Birdo shoots a giant Egg Shot through giant purple hearts that break, and hit the trapped fighters, and it explodes in a heart shaped explosion of broken hearts, dealing damage to the fighters, and knocking them back.

Taunts

Up Taunt: Waves her hand in a circle motion whilst bobbing

Side Taunt: Claps, and waves, and winks to the camera.

Down Taunt: Shakes her tail in a mocking pose.

Kirby Hat: Kirby gets a Red bow resembling Birdo's on his head.

Stage:

3D World's Circus - you fight on a large wide stage inspired by the circus tent levels of **Super Mario 3D World**, with colourful tilting platforms, and moving platforms. In addition, King & Queen Hisstocrat will be in the background, spitting fireballs that rain from the sky, and leave temporary fiery puddles if they touch the stage. also, at some point, Motley BossBlob will turn into his giant form [the color of its skin and Monty's clothes is random], and he will start jumping around the stage, burying anyone under him, and damaging anyone that touches him. after 20-30 seconds, he reverts to normal, and retreats to the background of the stage.

Author's Note:

Good chapter, don't ya think?

Who do you think will be COMING TO SSBU'S FIGHTER'S PASS VOL 2?

READ & REVIEW!